



CREATING 3D ENVIRONMENTS

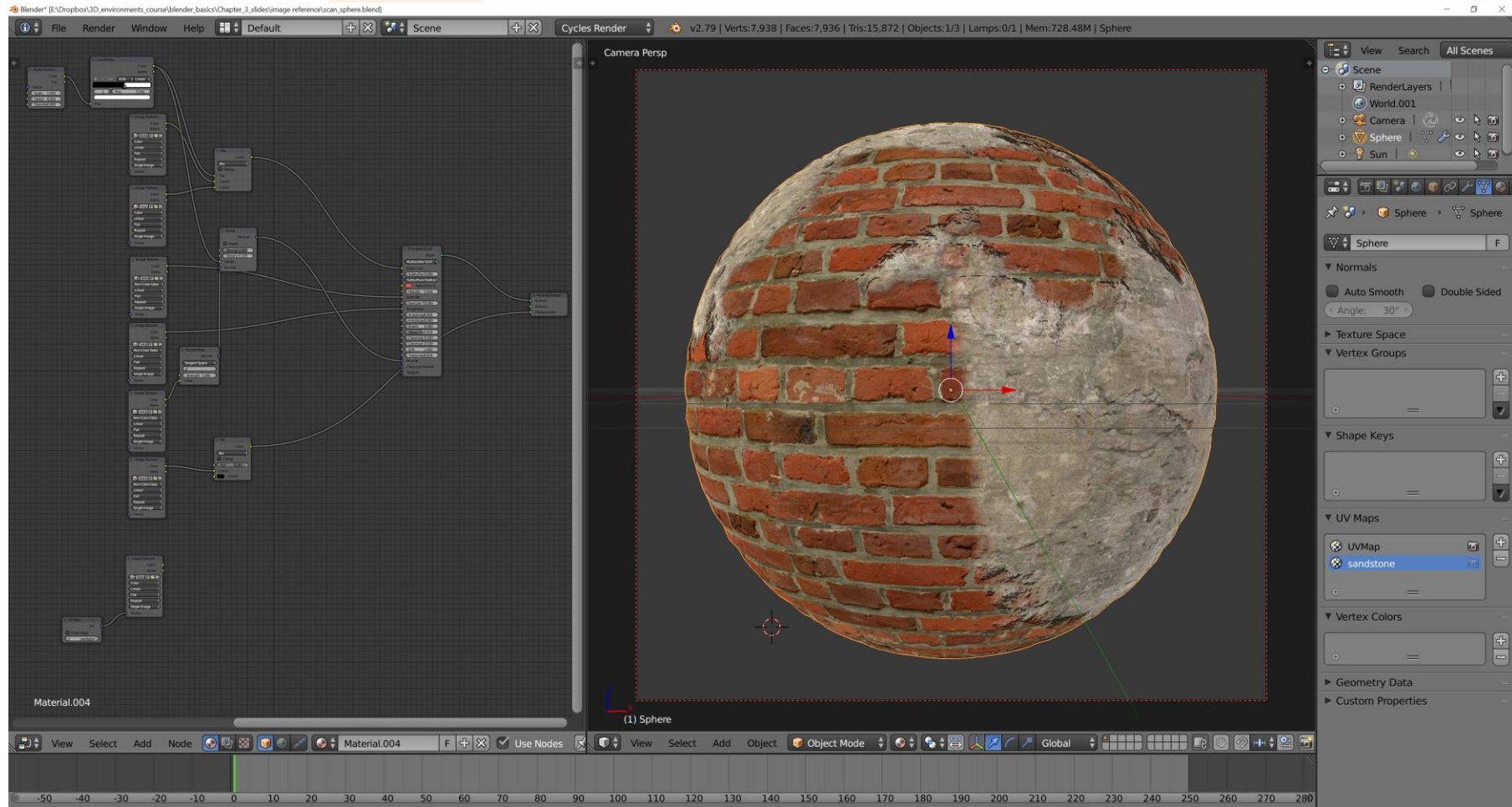
Blender Materials

Chapter 3 – Part 10

- Use a double UV layer
- Mix UV layer in your material

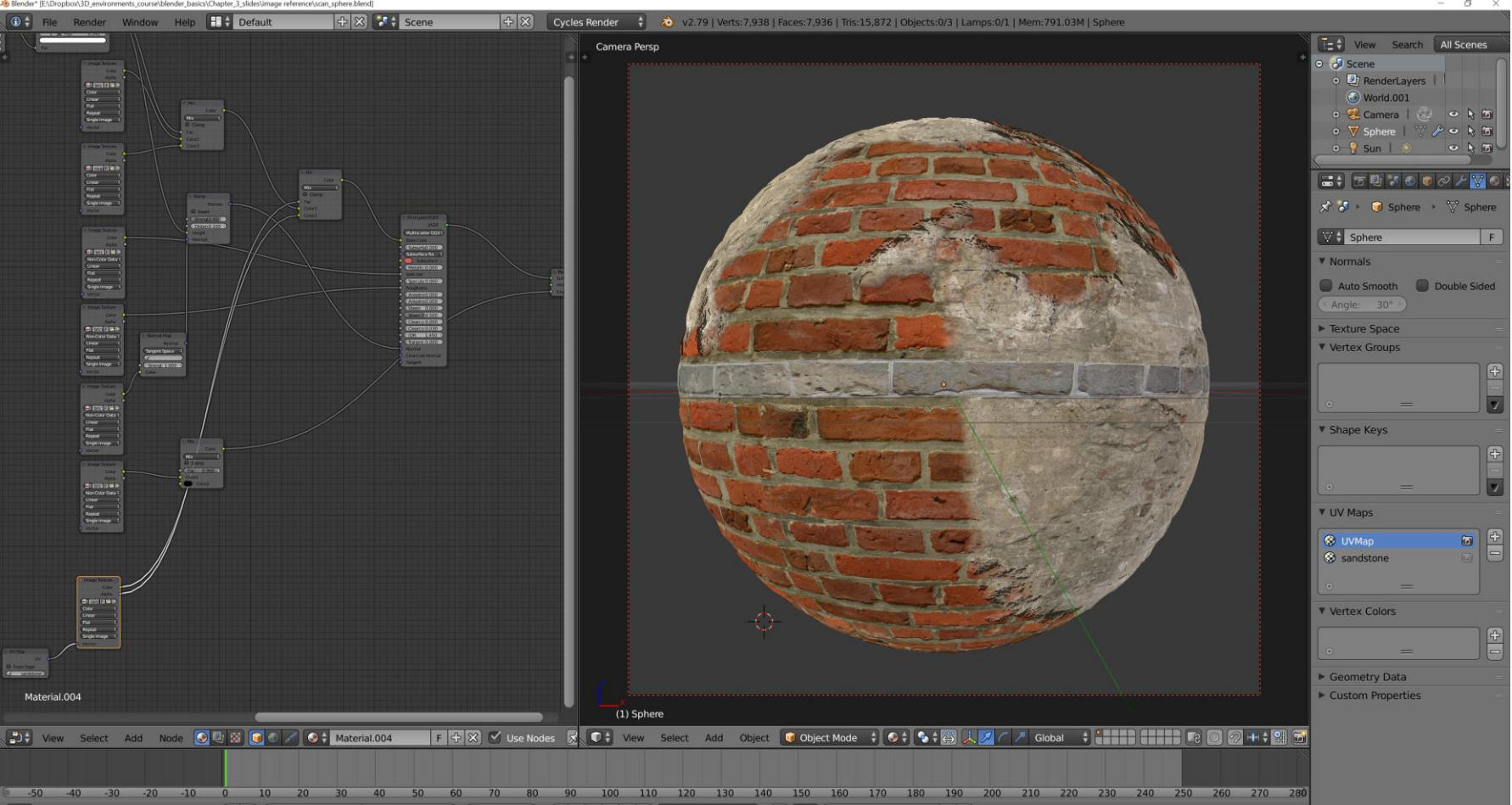


Second UV map



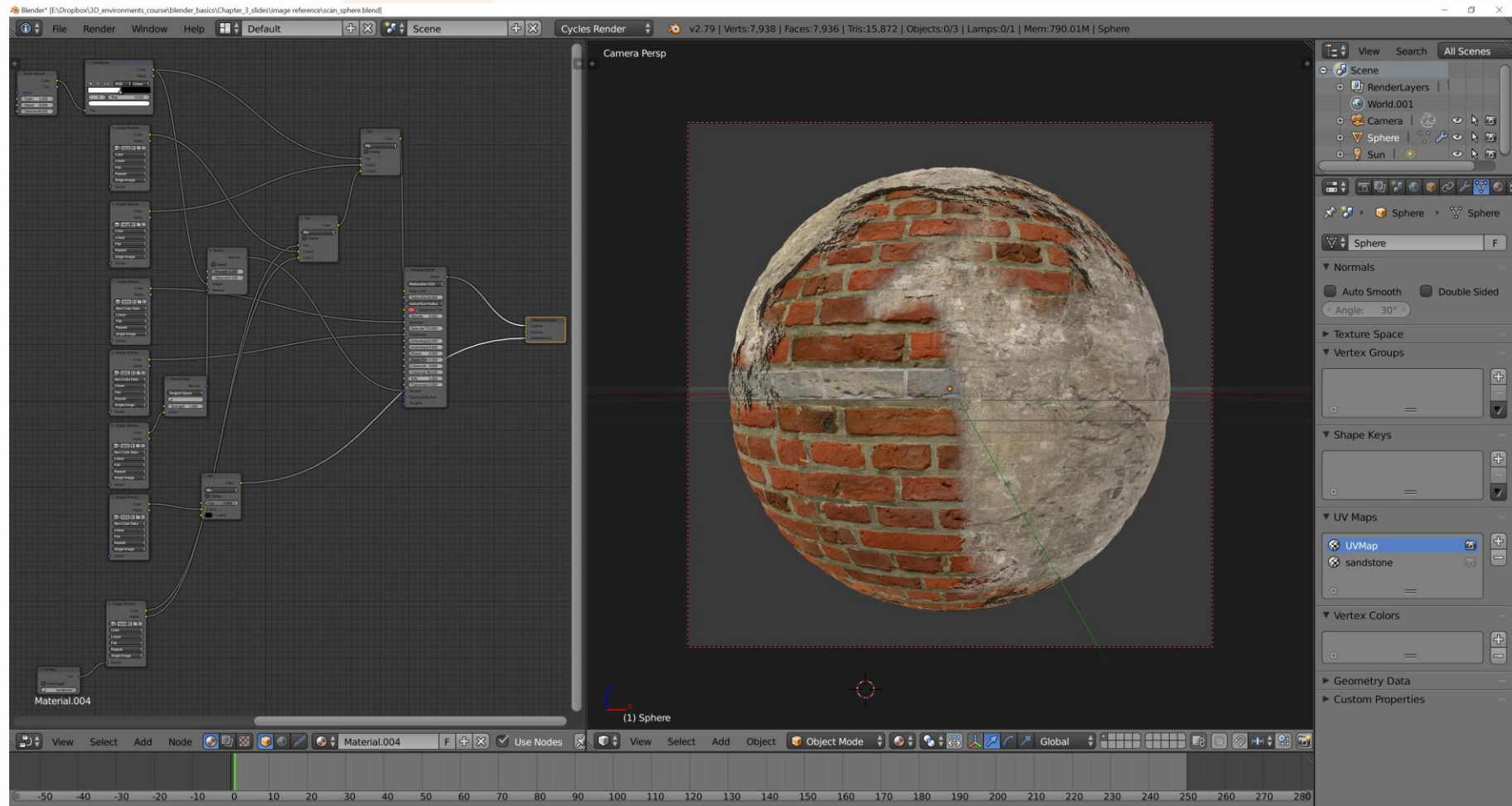
By adding a new UV map you can mix transparent textures to the material. We use a sandstone stroke for this. Also add a UV map node and the texture image. Combine these together.

Second UV map



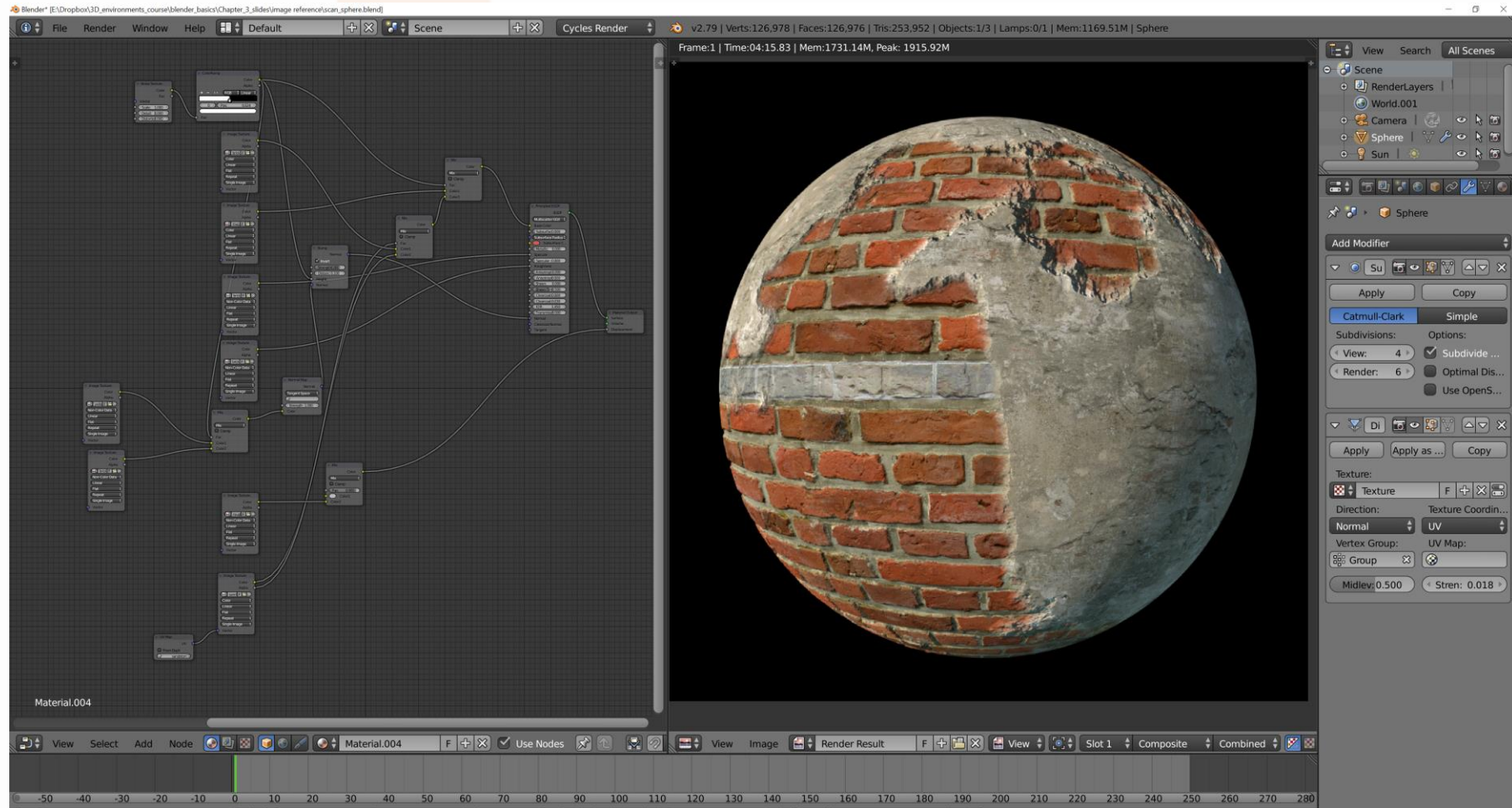
Add a mix node and put the color into the bottom of the mix, and the alpha in the fac. Use the output from the previous mix for the top color input. Also select the sandstone UV map to put it in the right place in the UV image editor.

Second UV map (3)



To hide the sandstone stroke into the plaster, switch the input to get the right effect

Second UV map (4)



The final step is using two normal maps and use the color ramp to mix them together. As final step you can add a displacement modifier to get a high resolution effect. You need to mke a weight paint to put this on the right step. This is optional.